Retinue

Medieval Skirmish Rules

By David Cliff

INTRODUCTION

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Having fought large scale medieval wargames for a number of years, I gradually came to the conclusion that a lot of the individual character of this period of warfare is lost in the large games. Medieval warfare was essentially individualistic in nature, men owned their own armour and fought with their own favorite weapons. I decided to rectify this by writing a set of rules that would bring out this individuality while still using a reasonable sized force, bearing in mind that I tried to keep the rules as simple as possible (honest).

The percentage dice system allows for a wide range of effects in Missile fire and Hand to Hand Combat, and although it may seem rather complex at first sight, once the system is undersood it is easy to use. I have attempted to cover most of the situations likely to occur in a medieval skirmish, but there will be occasions when players will have to work out the percentage chance of something happening for themselves. This occured in a recent game when a player wanted to kick a brazier of red hot embers on to an opponent during a combat. We decided that he had a 20% chance, on this occasion it missed, but if it had not we would then have decided on the type of injury.

The basic game from which the title is derived is based on a knight and the following of retainers (the retinue), that he can raise on his lands. This gives a nicely balanced force of various types of fighting men for a wargame.

If anyone has any criticsms, suggestions or queries about any aspect of the rules please write to the address below, enclosing a S.A.E. for reply.

Finally, I would like to thank members of Halifax Wargames Society for their help and patience in play testing the rules over a rather extended period, and to Colin Duke in particular, without whose help these rules would never have been written.

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SECTION ONE - BASICS

Scales

Ground scale - 1 centimetre represents 1 pace ($2\frac{1}{2}$ feet).
Time scale - The length of each move is based on the time taken to fire an unaimed shot from a bow, and represents approximately 5 seconds in real life.
Figure scale - There is no figure scale, each figure or feature of the terrain represents one of its type. These rules are intended for use with 25mm figures.

Base Sizes

It is recommended that figures should be fixed on to bases with the following dimensions ;-

Mounted figures - 25 mm frontage, 45 mm depth.
Foot figures - 20 mm frontage, 25 mm depth.

These bases may seem rather large, but it should be borne in mind that the figures are not operating in close order, but in loose fighting formation requiring room to use their weapons to the best effect.

Other models such as carts and animals may be mounted on bases or left free-standing. Beer mats or marine plywood are recommended for the bases.

All fighting men and non-combattents should be given a number or code letter, this should be clearly visable on the base so that players can record details about them as the game progresses.

Record Sheets

The use of record sheets, whilst not essential, does help to make the recording of events simpler, saves time once made out, and helps to prevent disputes. Once a force has been worked out the details of ability, armour, weapons, etc. can be entered on the sheet prior to the game. The suggested type of record sheet is given in the appendix. Suggested symbols for record sheets are ;-

O	observing	L	load	W	wounded
WK	walk	UF	unaimed fire	LW	lightly wounded
C	canter	AF	aimed fire	LS	lost shield
G	gallop	A	aiming	LWN	lost weapon
R	run	S	stand	D	disabled
K	killed	U	unseated	E	evade
SU	surrender	HH	hand to hand combat	CH	charge, ie. run or gallop into hand to hand combat.

Other symbols will be required for special actions.

Equipment needed

The following items will be required ;-

1) A pair of percentage dice, in these rules whenever there is a percentage chance of something happening, for example if an archer has 30% chance of hitting his target, then the dice throw has to be LESS than this percentage chance for it to happen.

2) A measure tape calibrated in centimetres.

3) Record sheets or notepaper on which to record details of the retinue, casualties suffered etc., and for initial dispositions and orders.

4) Pens etc.

5) The game can be enhanced by replacing casualties with bodies, (use Robin Hood or or Sheriff of Nottingham, Airfix figures), riderless horses for when riders are unseated, and with loose weapons and shields when lost in combat.

6) Percentage dice are sold in pairs, one red and one black, each numbered from 0 to 9 twice (they are twenty sided). The red dice counts as 10's and the black dice as units. Thus a throw of 5 on the red dice and 2 on the black dice is 52%.

Troop Types

For the basic game between one knight's retinue and another, the following troop types are used ;-

Lord

This is a form of address used by his retainers, ie. 'My Lord', and is not a baronial rank, it is used in these rules to distinguish the leader of the retinue from the other knights. He holds a knights fee of one or more manors from his Liege Lord in return for feudal obligations, usually either in return for military service or for payment of scutage. Although there were only two ranks of knight, knight batchelor and knight banneret, it is convenient for the purpose of these rules to consider three types ;-

Ordinary knights - The poorer type of landowning knight, probobly with only one manor. He is a knight batchelor, but only commands a small retinue and does not have a banner.

Knights Batchelor- A better off knight batchelor, perhapse drawing his retinue from two manors and having a knight batchelors pennon.

Knights Banneret - For these rules he holds three manors and has sufficient income to raise a bannerete retinue. He has a knight bannerets banner.

This classification is useful for setting up set piece games in which, for example, a knight batchelors retinue might launch an attack on a small castle defended by the retainers of an ordinary knight.

Knights

These are the younger brothers or sons of the lord or landless knights serving in the lords household. Normally they might serve as castellans or be placed in charge of one of the lords manors. In the 14th and 15th centuries they are augmented by members of the gentry serving as men-at-arms fulfilling their obligations under the Livery and Maintainence systems.

Sergeants

I have chosen this term to denote fighting men below the rank of knight, it is not strictly accurate to use in all cases, but is a conveinient one to use. Basically, there are two types, regular and feudal. The regulars are squires or paid men serving full time in the lords household, whilst, the feudals are men of various means who can be called upon to fight in return for their holding of land or other obligations. In the 14th and 15th centuries some of the better off tenants are equal to the regular sergeants in equipment and training.

Peasants

These are the villeins and serfs from the lords demesne or from the farms of the feudal sergeants. They have no choice but to turn out armed with a miscellany of farm implements whenever the lord demands it.

Organisation

Before starting the game each force should be either organised into a number of groups or kept as one large unit from which smaller ones can be detached during the game. This latter option may have to be used for example by a force that is going to be ambushed.

Each group of men should have a leader, whose basic cost should be greater than any other figure in the group. A unit of 4 mounted sergeants could be commanded by a veteran sergeant or by a knight. Peasant levies should be led by a sergeant.

Points Values

Each figure type is given a basic cost, this reflects the amount of training, weapon -handling experience and battle experience of the figure. To this basic cost is added extra points for armour, weapons, horses, sheilds etc., as listed below.

The number of points to use for each retinue is given in the following table and the percentage of the points that can be spent on each figure type is given in the retinue lists.

	11th century	12th century	13th century	14th century	15th century
Ordinary knight	150	150	200	200	200
Knight batchelor	300	350	350	400	400
Knight banneret	450	450	500	550	600

Basic Figure Cost

Knights (including the lord) - 8 points
Regular (and some feudal) sergeants - 4 points
Feudal sergeants - 2 points

These costs are for men of average ability, they can be modified as follows;-

If the figure is a Novice - -2 points
If the figure is experienced - +2 points
If the figure is a veteran - +4 points

For example, a veteren knight has a modified basic cost of 12 and a novice feudal sergeant has a modified basic cost of 0.

There is no limit to the number of men who can be made into novices by deducting points, but when adding points for experienced men or veterans each section of the retinue can add the following maximum number of points ;-

Knights - This section of the force may add two points for each knight.
Regular Sergeants - This section may add two points for each two men.
Feudal Sergeants - This section may add two points for each three men.

The points need not be distributed evenly. For example two knights can add four points and you may prefer to keep one as an average and upgrade the other to a veteren.

Ability Factor

This is used in hand to hand combat and missile fire and is the basic cost as it stands, or when the above modifications have been made. For example, a veteran knight has an ability factor of 12, and an experienced regular sergeant has an ability factor of 6.

Peasant Levy

If the lord decides to call out the peasant levy thay can comprise up to $\frac{1}{3}$ of the retinue and do not cost any points (they count as feudal novices). One peasant in four may be upgraded to Average by the addition of two points. When working out a force for such things a peasant revolts count each man as an average feudal costing two points and add two points for the farm tool.

Cost of Weapons

	MELEE WEAPONS	
	symbol	cost
Club	CL	1
Axe	AX	2
Short Sword	SHS	2
Mace	ME	2
Maul	ML	2
Warhammer	W	2
Morning Star	MS	2
Ball & Chain	BC	2
Spear	SP	3
Farmtool	F	2
Sword	S	3
Polearm	PA	4
Danish axe	D	4
Two Handed Sword	2S	4
Light Lance	LL	3
	MISSILE WEAPONS	
Sling	SL	2
Javelin	J	2
Shortbow	SB	5
Crossbow	CB	6
Arbalest	A	7
Longbow	LB	7
Handgun	HG	7

	MELEE WEAPON	
	symbol	cost
Poleaxe	PX	4
Lance	L	4
Heavy lance	HL	5
Halbard	HD	5
Pike	PK	5

i) All men automatically count as armed with a knife or dagger.

ii) 'Farmtools' include - scythes, flails, rakes, spades, pitchforks, hedging bills and chopping axes.

iii) 'Polearms' include - bills, glaives, partizans, military flails, guisarmes, bardiches, war scythes etc.

Ammunition

Men armed with shortbows and longbows each start with 12 arrows, others start with 10 missiles, they can carry double this amount for an extra 2 points per man, except slingers who do not pay for ammunition. Extra ammunition may be bought and carried on carts or donkeys.

Armour

It would be almost impossible to list all the possible combinations of armour that can be worn, the following classifications are intended to give an idea only.

symbol	type	description	cost
U	Unarmoured	Wearing no armour	0
P	Protected	Wearing a Jack, with a leather or iron cap.	2
LA	Lightly armoured	Wearing leather scale armour, or a brigandine, gambesson, breastplate, aketon or haubergeon with coif and helmet.	4
A	Armoured	Wearing a hauberk or scale armour over a padded garment, with coif and helmet. Or as for LA with some metal plates.	6
HA	Heavily armoured	Wearing a hauberk or haubergeon with mail covering the arms and legs, with coif and helmet. Or as for A with some metal plates, or LA with more metal plates.	8
HA+	Heavily armoured plus	As for HA, with mail covering the hands and feet and wearing complete head protection. Or some metal plate armour instead with a helmet. Or as for A with more metal plates.	10
EHA	Extra Heavily armoured	As for HA+, but with some metal plates eg. at knees and elbows, or with more plate but with areas of the body left unarmoured.	12

symbol	type	description	cost
SHA	Super Heavily armoured	Fully covered in a combination of plate and mail with complete head protection	14
FA	Fully armoured	Wearing a full suit of plate armour	16

Horses		
	symbol	cost
Courser	C	10
Rounsey	R	6
Nag	N	3
Sheilds		
Bucklers	B	2
Medium Sheild	MSH	2
Large sheild	LSH	3
Pavisse	PAV	4
Horse Barding		
Early Horse	EHB	6
Late Horse	LHB	12

Knights have to have a courser, they may also have a rounsey led by a mounted varlet (mounted on a nag), who may also carry any extra weapons for the knight If the knight is unhorsed the varlet should bring up his rounsey. Nags are ridden by regular foot sergeants who dismount before fighting, they may only fight mounted if surprised, and deduct 2 from their normal hand weapon factor.

Consisting of leather, mail and/or cloth, with the possible addition of a chanfron.
Consisting mostly of plate armour

Notes on Weapons and Sheilds

1) Weapons marked with an asterisk '*' in the retinue lists may only be used when dismounted.

2) Items underlined in the retinue lists are compulsary, even if not used. They are the basic equipment of that figure type. Where a choice is given eg. SP or D*, one of the weapons and not both must be carried.

3) A maximum of three javelins may be carried.

4) In the 11th and 12th century lists a maximum of two feudal sergeants may be armed with the Danish axe.

5) Model figures should be armed with their principle weapon and sheild if carried.

6) The choice of weapons must be realistic eg. you should not arm a figure with a crossbow and halbard. Footmen may carry two weapons plus dagger or knife, mounted men may carry three plus dagger or knife.

7) When firing missile weapons or using two handed weapons sheilds are slung on the back, and bucklers are hung from the belt.

8) Dismounted lances count as spears.

9) Pavisses can be carried or wheeled by the sergeant or a bearer may be used costing 2 points and counting as a knife armed peasant.

10) Large sheilds may be propped up to give cover from enemy missiles, taking one move.

11th Century Retinue List

Figure Type	Class	Armour	Weapons	Horses & Equipment	Basic Cost	Maximum % of points
Lord	Regular	A HA if a banneret	LL, S ME, AX, D*	LSH C	8	
Knights	Regular or Feudal	A LA	LL, S ME, AX, D*	LSH C	8	20
Mounted Sergeant	Regular	P LA	SP, SHS AX	LSH R	4	15
Foot Sergeants	Regular	P LA	SB or CB or SP SHS, AX	LSH MSH N	4	15
Mounted Sergeants	Feudal	U, P, LA	SP SHS	LSH or MSH, R	2	20
Foot Sergeants	Feudal	U, P, LA	SP or D, JAV, AX, SHS	LSH MSH	2	25
Foot Sergeants	Feudal	U, P	SP or SL or JAV, AX CL	B MSH	2	15
Peasanta	Feudal	U	F		0	

12th Century Retinue List

Figure Type	Class	Armour	Weapons	Horses & Equipment	Basic Cost	Maximum % of points
Lord	Regular	HA HA+	LL, S ME, AX, D*	LSH C EHB ✓	8	
Knights	Regular or Feudal	HA, A, LA	LL, S ME, AX, D*	LSH C	8	20
Mounted Sergeants	Regular	A, LA, P	SP, SHS AX	LSH or MSH, R	4	15
Foot Sergeants	Regular	A, LA, P	SB or CB or SP SHS, AX	LSH, B MSH, N	4	15
Mounted Sergeants	Feudal	P, LA	SP SHS	LSH or MSH, R	2	20
Foot Sergeants	Feudal	U, P, LA	SP or D JAV, AX, SHS	MSH LSH, B	2	25
Foot Sergeants	Feudal	U, P	SB or SL or JAV AX, CL	MSH, B	2	15
Peasants	Feudal	U	F		0	

✓ = Bannerets only.

13th Century Retinue List

Figure Type	Class	Armour	Weapons	Horses & Equipment	Basic Cost	Maximum % of points
Lord	Regular	EHA HA+	L,S ME, AX, D*	MSH C EHB B	8	
Knights	Regular or Feudal	A, HA HA+	L,S ME, AX, D*	MSH or LSH C B	8	20
Mounted Sergeants	Regular	LA, A or HA	SP or L AX S or SHS ME	LSH or MSH R	4	15
Foot Sergeants	Regular	P, LA A, HA	CB or SB or LB or SP or PA, SHS, AX	MSH, LSH B, N	4	15
Mounted Sergeants	Feudal	P, LA, A	SP SHS	LSH or MSH R	2	20
Foot Sergeants	Feudal	P, LA, A	PA or SP SHS, AX	MSH, LSH B	2	25
Foot Sergeants	Feudal	U, P, LA	SB or Sling SHS, AX, ML CL	MSH, B	2	15
Peasants	Feudal	U	F		0	

14th Century Retinue List

Figure Type	Class	Armour	Weapons	Horses & Equipment	Basic Cost	Maximum % of points
Lord	Regular	SHA EHA	L,S, ME, BC, 2S*, D*, W, AX, Px*	MSH C EHB	8	
Knights	Regular or Feudal	SHA EHA HA+	as above	as above	8	20
Mounted Sergeants	Regular or Feudal	LA, A HA, HA+ EHA	L or SP, S or SHS, AX, ME, PA*	MSH R	4	20
Foot Sergeants	Regular	LA, A, HA, HA+ EHA	A, LB, CB, PA, P, HD, S, SHS, AX, ML	B, PAV, MSH, N	4	15
Mounted Sergeants	Feudal	P, LA, A, HA, HA+	L or SP, SHS, AX, PA*	MSH or LSH R	2	15
Foot Sergeants	Feudal	P, LA, A, HA	PA, SP, P, SHS, AX	MSH, B, LSH	2	20
Foot Sergeants	Feudal	U, P, LA, A	LB ML, SHS, AX	B	2	20
Peasants	Feudal	U	F		0	

15th Century Retinue List

Figure Type	Class	Armour	Weapons	Horses & Equipment	Basic Cost	Maximum % of points
Lord	Regular	FA	HL, S, ME, AX, BC, W, 2S*, D*, SP*, PX*	C LHB EHB, MSH	8	
Knights	Regular or Feudal	FA SHA	as above	as above	8	20
Mounted Sergeants	Regular or Feudal	SHA, EHA HA+, HA	HL or L, S, AX, ME, W, PX*, PA*, SP*	R MSH EHB	4	20
Foot Sergeants	Regular	P, LA, A, HA, HA+	LB, A, CB, HG, PA, P, HD, S, SHS, ML, AX	B, PAV, MSH, N	4	15
Mounted Sergeants	Feudal	P, LA, A, HA, HA+, EHA	L or SP, PA*, S or SHS, ME, AX	R MSH	2	15
Foot Sergeants	Feudal	P, LA, A, HA, HA+	PA or SP or P or HD SHS, S, AX	B, MSH, LSH	2	15
Foot Sergeants	Feudal	U, P, LA, A	LB ML, SHS, S, AX	B	2	25
Peasants	Feudal	U	F		0	

SETTING UP THE GAME

For the first two or three games it is recommended that players should confine themselves to simple skirmishing actions as fought between foraging parties or advance guards from opposing armies. When players have become more familiar with the rules more ambitious games can be undertaken, it is possible using these rules, to recreate a wide variety of skirmish situations. One of the major attractions of skirmish wargaming is the planning and setting up of set piece actions. You will find that working out a plot is essential for a really enjoyable game. Care should be taken to ensure that both sides have a good chance of winning by allocating the right number of points to each side, when attacking fortifications for example, the attackers will need two to three times the number of points of the defenders, depending on the strength of the fortifications. Below is a brief list of the types of game that have been fought using these rules ;-

1) Ambushes, some merely to inflict casualties, others to capture wagons, despatches or important people, or to stop supplies reaching a castle under siege.
2) Sallies against siege lines by a beleagured castle garrison.
3) Attacks, using up to 80 men, on a motte and bailey castle.
4) Fights that broke out between companys of mercenaries quartered in the same village.
5) Attempte to capture a bridge before the other side could destroy it.
6) Peasant uprisings.

7) Three cornered fights, for example between opposing factions both trying to get their hands on a wagon load of church plate that a bishop was trying to get to safety guarded by a small escort.

8) Raids on villages etc. by rival landowners.

As you can see the possabilities are endless, and each one can be fought with different terrain, different figures and with the players attacking or defending. As previously stated, these rules are intended to recreate English warfare, but obviously, they can be used for many types of situation. The 100 Years War, Viking raids and the Crusades all spring to mind.
The retinue arrangement need not be followed, other forces can be worked out using the points values, and some of the forces in the examples given previously were worked out this way. You could for example work out a force composed entirely of regulars and led by a Lord or Earl. A force led by a Sheriff of Nottingham for instance would be selected from regulars on the 13th. century list and consist of knights, mounted sergeants and foot sergeants. Another idea for a good game is to organize a band of Ribauds (unemployed mercenaries), in which anything goes for weapons etc. as long as they are allowed in that century or before.

TERRAIN

Terrain is an important aspect of the game, and you will find that more will be required than for a large-scale wargame. A 6 feet by 4 feet table represents an area of 150 yards by 100 yards, so obviously large hills are out of the question and models will represent the lower slopes of a hill or mounds or hummocks. Likewise with trees, there can be a small wood or copse, or larger areas at the edge of the table representing the edge of a wood or forest.
Different types of terrain will be required for different games, individual trees, bushes, rocks etc. all provide cover for archers, whilst carts, ploughs, logs, sacks, barrels and boxes make good barricades, even animals have their uses.

Buildings can range from peasant huts, barns, inns, wells, cattle pens and manor houses to more ambitious types such as motte and bailey castles, keeps, castle walls, towers and gateways. Fields can be represented by pile carpet or carpet tiles and can be fenced round with wattle fences made from strips of hessian glued to wooden uprights. Hedges and trees can be made from rubberized horsehair and twigs, streams and roads can be chalked in or made from lino floor tiles or marine plywood. One firm produces road/river sections and bridges.

For siege games special items will be required, ladders can be made from cocktail sticks, ropes from sewing cotton, battering rams from twig; other items include braziers, mantlets, fascines etc.

I would like to end this section by saying that you cannot beat the personal touch to give the feel of the period, dyed wool or cotton wool to represent fire, a man sat in the stocks, a priest praying at a roadside cross or a villein handling a plough and team all help, the way is wide open for the enthusiastic modeller.

Sequence of Action

A) Before the game starts ;-

i) Draw a plan of the terrain and mark on it the starting point of each group of figures.

ii) Place all figures that are visable to the enemy on the table, and place counters on the table to represent hidden figures (see Concealed Movement).

iii) Write down simple orders for each group of figures, except that commanded by the Lord, who are under his personal command. It is easier to keep all the figures of a group together on the record sheet. During the game, it takes one move to issue orders if groups of men are split up. Voice range is 60 paces, cries for help can be heard at 100 paces. Horns may be used to transmit orders and should be carried by a man who remains close to the Lord. The signals that can be given are;-

1) Rally to the Lord.
2) Retire.
3) Charge or attack.
4) Open fire.
5) Warning.
6) To carry out a specific action, which must be written down before the game starts.

iv) Throw for weather and wind direction if desired.

B) Each game move ;-

Although movement, actions, firing and hand to hand combat would all be happening at the same time in real life, the game move is divided into sections to facilitate play. During each move the following should be observed;-

1) Make a note for each figure (or each group if all are doing the same thing), of the movement or action it will carry out this move. If figures are aiming a note of the target must be made, likewise if charging or in hand to hand combat a note of the opponent must be made.

2) Movement - Declare charges or any special actions being carried out (if visible to an enemy figure), and move all figures with instructions to do so. Figures may change their written instructions to react to an enemy after they have completed their reaction time. Test for any falls caused by movement.

3) Firing - Carry out all missile fire, aimed shots for shortbows and longbows can only be fired if the target is the one noted in the previous move. All missile-men may fire an unaimed shot at any target visable within their angle of observation, deducting reaction time if necessary. The angle of observation is 30° on either side of straight ahead. Men who have been ordered to fire may hold their fire if desired. Firing normally takes place at the end of movement, as this makes for a simpler game. However, on occasion missile men will want to fire at the earliest point in the move that they can do so. This can be worked out from the time taken to load, aim, fire and react (see Firing Section). When firing before the end of the move the stray arrow rule may be dispensed

with or alternatively all the figures in the vicinity of the target can be moved to the point of firing or to the end of the move, as players wish. Tests for any falls caused by firing, eg. if a horse has been killed test for the rider.

4) Hand to Hand Combat - Carry out all hand to hand combat and test for any falls arising from it.

5) Morale - Work out any morale tests required.

MOVEMENT

Basic Movement Rates

Infantry

Armour	Walk	Run	Maximum number of moves at the run	Minimum number of walk moves after running
U	10	20	5	1
P	9	18	4	1
LA	8	16	1 or 2 3 or 4	1 2
A	8	15	1 2 or 3	1 2
HA	7	14	1 2 3	1 2 3
HA+	7	13	1 2	2 3
EHA	6	12	1 2	2 4
SHA	6	11	1	4
FA	5	10	1	5

If standing after running, 1 move spent standing equals two moves of walking.

Cavalry

	Coursers	Rounseys	WALK	CANTER	GALLOP
Armour of riders	LA	U	12	24 (6)	48 (3)
	A, HA	P, LA	11	22 (5)	44 (2)
	HA+, EHA	A, HA	10	20 (4)	40 (2)
	SHA, FA	HA+, EHA	9	18 (4)	36 (1)
		SHA	8	16 (2)	32 (1)
Mounted Infantry					
		Nags			
Armour of riders		P, LA	10	20 (4)	
		A, HA	9	18 (3)	
		HA+, EHA	8	16 (2)	

The figures in brackets are the maximum number of moves that can be spent in that category, figures can only increase or decrease speed by one category at a time, except that cantering figures may pull up in the next move and troops who are armoured

may canter straight from being stood. Figures that have galloped must slow down to a canter in the next move and then to a walk or stand and remain so for two moves.

Horse Barding

	Walk	Canter	Gallop
Early horse barding, deduct	1	2	4
Late horse barding, deduct	2	4	8

Turning

There is no deduction for turning for infantry, cavalry must move in a straight line whilst galloping, but may turn through 180° on a turning circle of 3 cm. if walking, taking half move, or through 180° on a turning circle of 12 cm. if cantering. In certain cases reaction time will have to be taken into consideration before turning.

Moving Targets

For firing purposes, figures must move more than the movement rate in the category below to count as moving at that speed. For example, an armoured infantryman to count as a running target, must have moved at least 9 paces.

Effects of Terrain

Low walls and hedges	It takes infantry half a move to climb over, cavalry may jump them, but must be cantering or galloping. For each cavalryman, throw with a 10% chance for sergeants and a 5% chance for knights, of being unseated. To these chances add 10% for each wound and 5% for each light wound.
Tall hedges	It takes one move to cut a way through by a man on foot, or one man takes four moves to make a gap for a wagon.
Fields	Infantry may run, cavalry may walk or canter, but have a chance of falling ;- Infantry running.... 10% Cavalry cantering... 20%
Woods	Sparse - Cavalry may not gallop Dense - Troops may walk only Forest - All troops move at half walking speed, cavalry must first dismount.
On steep slopes	Troops may walk only.
Fords	Infantry cross at half walk speed, cavalry at walk speed.
Streams and fordable rivers	half walk speed.
Marsh	Infantry only at half walk speed.
Entering buildings by;-	
windows	Takes half a move if open, glazed windows count as flimsy doors, and shutters count as more resistant doors, see below.
Doors	Flimsy doors take one man one move to batter in, more resistant doors have a 100% chance of resisting the first blow, reducing by 15% per blow for each man, maximum of 2 men.
Movement in buildings	Walk speed.

Horses

It takes one move to mount or dismount, counting sheildless. Horses may be held by one man per 4 horses or tethered taking one move. They may be led at the walk if there are 3 or 4 to each man or at a canter if only 1 or 2 per man. If abandoned throw;-

Courser 0 to 50, others 0 to 25 = Will stand around.
Otherwise will canter directly away from the sound of battle.

Effect of Wounds on Movement

Each light wound - deduct one fifth of movement.
Each wound - deduct two fifths of movement.

This applies to both men and horses.

EFFECT OF FALLS

When figures suffer falls they must throw for any effects suffered. This applies to infantrymen falling from walls etc., and to riders who are unseated for any reason, such as jumping hedges, when the horse is killed or disabled or when knocked from the saddle in hand to hand combat.

First find the category;

	Category
Riders falling from horses while standing, walking or in hand to hand combat.	A
Riders falling from cantering horses or infantrymen falling 2 to 5 cm's.	B
Riders falling from galloping horses, or infantrymen falling 6 to 10 cm's.	C
Infantrymen falling 11 to 15 cm's.	D
Infantrymen falling more than 15 cm's.	E

Then throw for the effect;

A	B	C	D	E	EFFECT
		0-5	0-10	0-40	Killed
	0-5	6-10	11-20	41-70	Disabled
0-5	6-10	11-15	21-35	71-80	Knocked out for 10 moves
6-10	11-20	16-25	36-40	81-90	Knocked out for 5 moves
11-20	21-30	26-40	41-60	91-95	Wounded, and dazed two moves.
21-30	31-50	41-60	61-70	96-100	Light wound, and dazed for one move.

It takes one move to get up, counting unarmed and sheildless after being knocked out or before counting the dazed moves. Dazed men count as having an extra light wound.

Falling into Water

Double the score thrown with the dice, if still disabled or knocked out the man drowns. If wounded or lightly wounded throw the dice with the following percentage chances of surviving.
Every move the figure survives, (throw each move), it can move towards the bank at $\frac{1}{4}$ walk speed.

	Deep water	Shallow water
Fully armoured	None	30%
Super heavily armoured	None	40%
Extra heavily armoured	None	50%
Heavily armoured plus	None	60%
Heavily armoured	None	70% (-10% each wound)
Armoured	10%	80%
Lightly armoured	20%	90% (-5% each light
Protected	30%	100% wound)
Unarmoured	50%	100%

Wounded Men on Ladders etc.

Men on ladders have a 30% chance of falling if wounded, and 80% chance if they have two wounds. Men climbing ropes, walls etc. have 50% chance of falling if one wound and will fall if they receive two wounds.

MISSILE FIRE

There are two types of missile fire, aimed and unaimed.

Aimed Fire

This can be carried out by men armed with bows, crossbows and arbalests, and involves spending a period of time aiming before firing.

Unaimed Fire

This can be carried out with all missile weapons, and is for missiles fired quickly without aiming properly. Handgun fire, slingshots and all hand hurled missiles count as unaimed shots.

Orders

Orders for each missileman should be written down for each move, depending on the capabilities of the weapon.

Load (L) This takes half a move for bows, four moves for crossbows, and eight moves for arbalests. There is no loading time for hand-hurled weapons, handguns can only be fired once per game, slings take half a move to load. while loading the figure may not move.

Aim (A) Aiming takes $\frac{3}{4}$ of a move for bows and $\frac{1}{2}$ a move for crossbows and arbalests. When beginning to aim the target should be written down, if the target is changed part way through aiming, it becomes an unaimed shot. Figures may not move while aiming.

Fire (F) This takes $\frac{1}{4}$ period for all weapons, targets should be written down before firing and figures must remain stationary during firing.

Reaction

Reacting to an appearing target takes $\frac{1}{4}$ move if it is within 30° of straight ahead, or $\frac{1}{2}$ move if between 30° and 60° of straight ahead.

Examples;

1) It takes $\frac{3}{4}$ of a move to load and fire a bow.
2) It takes $1\frac{1}{2}$ moves to load, aim and fire a bow.
3) It takes $\frac{3}{4}$ of a move to fire an aimed shot with a crossbow or arbalest.
4) It takes $\frac{1}{4}$ move to fire an unaimed shot with a loaded crossbow or arbalest.

Cover

Soft Cover — Hedges, figures in woods not sheltering behind individual trees.

Hard Cover — Parapets, walls, buildings, trees, mantlets, carts, etc. with the figure partially visible.

Observing

Figures with no clear target can be ordered to observe, they must remain stationary, and can observe an area as in reaction previously. Before firing they must load and react. While observing they count as visable.

Ducking in and out of cover

Ducking in and out of cover before or after firing takes $\frac{1}{4}$ of a move, and figures that were out of sight on the previous move must also react before firing. While doing so they count as moving in cover (hard or soft).

Dice Throw

When the percentage chance of hitting the target has been found from the following charts, throw the percentage dice, the score, as well as indicating whether or not the target has been hit also indicates whether a rider or horse has been hit and where the missile goes if it misses the nominated target. In the latter case the distance should be measured from the head of the figure or aiming point.

PROCEDURE

1) Measure the range in centimetres and find the Range Category from the chart;-

	Point Blank	Short	Medium	Long
Spear, Light Lance.	0 - 10	11 - 20	21 - 30	-
Javelin.	0 - 15	16 - 30	31 - 50	-
Throwing axe, Club, Mace, Rock.	0 - 10	11 - 20	21 - 30	-
Sling, Crossbow.	0 - 20	21 - 50	51 - 90	Over 90
Shortbow, Handgun.	0 - 15	16 - 40	41 - 75	Over 75
Longbow.	0 - 30	31 - 70	71 - 120	Over 120
Arbalest.	0 - 25	26 - 60	61 - 100	Over 100

2) Next find the Basic percentage chance of hitting the target ;-

Range	Target Stood	Target Walking or in Melee	Cantering Cavalry, Running Infantry or target lying	Galloping Cavalry, Evading or in Soft cover	Moving in Soft cover	In Hard cover	Moving in Hard cover	Behind Arrow Slit
Point Blank	75	70	55	45	40	35	30	25
Short	65	60	45	35	30	25	20	15
Medium	50	45	35	25	20	15	10	5
Long	30	25	20	15	10	5	0	-5

Ability Factors

Figure Type	Factor	
Veteren Regular Sergeant	8	+20%
Expereienced Regular Sergeant Veteran Feudal Sergeant	6	+10%
Average Regular Sergeant Experienced Feudal Sergeant	4	+5%
Novice Regular Sergeant Average Feudal Sergeant	2	0
Novice Feudal Sergeant	0	-5%

Additional Factors

Firing from above	+5%
Resting crossbow	+5%
Each light wound(aiming)	-10%
(unaimed)	-5%
Each wound (aiming)	-20%
(unaimed)	-10%
Target attacking archer	-10%

Unaimed Shots

Halve the total percentage chance and round down to the nearest 5%.

Arrow Slits

If the archer gets an arrow or other missile through an arrow slit, throw again, counting a 75% chance of hitting anyone behind it.

Firing at Mounted Targets

1) At point blank range and short range, the firer may choose to aim at the horse or the rider, this should be noted down on the record sheet. For the following the score is taken from the black dice during the normal throw;-

Point Blank	0 - 1	hit other
	2 - 9	hit one wanted
Short Range	0 - 2	hit other
	3 - 9	hit one wanted
At other Ranges	0 - 3	rider hit
	4 - 9	horse hit

Missiles that miss the nominated target

These may pass on either side of the target, fall short or pass overhead. In the following table, the figures before the letters are distances in centimetres and 'R' and 'L' stand for right and left. The figures in the left hand columns are the normal result from the dice throw.

6	17L	23,24	12R	41,42	8L	59,60	3R
7, 8	16R	25,26	12L	43,44	7R	61,62	3L
9, 10	16L	27,28	11R	45,46	7L	63,64	2R
11,12	15R	29,30	11L	47,48	6R	65,66	2L
13,14	15L	31,32	10R	49,50	6L	67,68	1R
15,16	14R	33,34	10L	51,52	5R	69,70	1L
17,18	14L	35,36	9R	53,54	5L	71 - 90	Passes overhead
19,20	13R	37,38	9L	55,56	4R		
21,22	13L	39,40	8R	57,58	4L	91 -100	*

* Missile falls short, or hits the cover, if target in cover.

Halve the above distances at point blank and short ranges.

If the stray arrow/missile passes over the base of another figure, throw with a 50% chance of the figure being hit. If the missile falls short or passes overhead throw with a 25% chance of any figure on the line of flight being hit.

Effect of Hit

If the score on the dice is less than the percentage chance of hitting the target, consult the following table to find the Effect Category;-

Effect Category	Percentage Chance of Hitting the Target																		
	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
1			1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
2		1	2	2	4	4	4	6	6	6	8	8	8	10	10	10	12	12	12
3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
4			4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25
5		3	5	6	9	10	11	14	15	16	19	20	21	24	25	26	29	30	31
6	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
7			7	9	12	14	16	19	21	23	26	28	30	33	35	37	40	42	44
8		5	8	10	14	16	18	22	24	26	30	32	34	38	40	42	46	48	50
9	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57
10			10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63
11		7	11	14	19	22	25	30	33	36	41	44	47	52	55	58	63	66	69
12	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76
13			13	17	22	26	30	35	39	43	48	52	56	61	65	69	74	78	82
14		9	14	18	24	28	32	38	42	46	52	56	60	66	70	74	80	84	88
15	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95

Dice throws that fall between two numbers on the chart count as the higher of the two, eg. a score of 15 in the 30% column counts as category 8.

Variation for Weapon Type

Deduct or add the following to the Effect Category;-

-4	Handgun	+1	Shortbow
-3	Arbalest	+2	Slingshot
-2	Spear, light lance, javelin	+3	Club, rock
-1	Crossbow, throwing axe		

Sheilds

If the figure can count sheilded throw the dice with the following percentage chances of the missile hitting the sheild;-

Buckler	15%
Medium sheild	30%
Large sheild	60%

Sheilds do not stop missiles fired from handguns and arbalest, except at long range. They reduce the effect of longbows, crossbows, spears and light lances and javelins by one effect at short range and by two effects at medium range. Eg. a hit from a longbow is reduced from Disabled to Lightly Wounded at medium range, if the figure is sheilded.

Handguns

When handguns are fired, they have a 20% chance of misfiring, and if they fire they then have a 3% chance of exploding. When they fire all figures within 30 paces must react, infantrymen as in light wounds, and riders and horses as in wounds, horses may shy and bolt. When handguns explode the firer is automatically killed or disabled others count a 25% chance. (use the normal firing system).

Effect Table

Using the effect category found from the last table find the effect on the figure taking into account the armour worn;-

Effect Category	MAN									HORSE		
	U	P	LA	A	HA	HA+	EHA	SHA	FA	U	Early Bard	Late Bard
1	K	K	K	K	K	K	K	K	K	K	K	K
2	K	K	K	K	K	K	D	D	D	K	K	D
3	K	K	K	K	D	D	D	W	W	K	D	W
4	K	K	D	D	D	D	W	W	W	K	D	W
5	K	D	D	D	D	W	W	W	LW	D	D	W
6	D	D	D	D	W	W	W	LW	LW	D	W	LW
7	D	D	D	W	W	W	LW	LW	-	D	W	LW
8	D	D	W	W	W	LW	LW	-	-	D	W	-
9	D	W	W	W	LW	LW	LW	-	-	W	LW	-
10	W	W	W	LW	LW	LW	-	-	-	W	LW	-
11	W	W	LW	LW	LW	-	-	-	-	W	LW	-
12	W	LW	LW	LW	-	-	-	-	-	LW	-	-
13	LW	LW	LW	-	-	-	-	-	-	LW	-	-
14	LW	LW	-	-	-	-	-	-	-	LW	-	-
15	LW	-	-	-	-	-	-	-	-	-	-	-

Key ;- K = Killed, D = Disabled, W = Wounded, LW = Light Wound,
- = Deflected or stopped by the armour.

Effects of Wounds

The effect of wounds is accumulative ;- 2 light wounds = 1 wound
2 wounds = badly wounded
$2\frac{1}{2}$ wounds = disabled

When Wounded

Light wounds = Infantry do nothing in the next move unless charging or in combat, mounted men carry on but horses shy when hit, courser 10% chance others 20% chance, if they do shy throw for rider as for jumping hedges. Whilst shying horses drop one category in movement or to half speed if walking.

Wounds = Infantry do nothing for the next 2 moves, the first of which is spent on the floor, unless charging or in melee. Mounted men reduce speed by one category. Horses may shy if hit, courser 20% chance others 30% chance, then as above. Then throw again with the same percentage chances to see if the horse bolts. If it does find the direction as for wind, it moves at the gallop (less effects of wound/s), for 2 moves if a courser, 4 moves for others.

Killed and Disabled Figures

Horses will move forward for $\frac{1}{4}$ move at the speed they were travelling at when hit, if any figures are in the way, count the horse as having a factor of 5 if walking, 10 if cantering, 15 if charging and count the target as evading. This can also be used by cavalrymen wishing to trample opponents lying on the ground.

HAND TO HAND COMBAT

A hand to hand combat situation occurs when two opposing figures come to within 1 cm. of each other and one or both of them wish to strike the other.

First, find your own figures combat factor by adding together its Ability Factor and its Weapon Factor.

Ability Factor

Veteran Knight	12
Experienced Knight	10
Average Knight or Veteran regular Sergeant	8
Novice Knight, Experienced regular Sergeant or Veteran Feudal Sergeant	6
Average regular Sergeant or experienced Feudal Sergeant	4
Novice regular Sergeant, Average Feudal Sergeant or Average Peasant	2
Novice Feudal Sergeant or Novice Peasant	0

Weapon Factors

INFANTRY WEAPONS	OPPONENTS ARMOUR									OPPONENTS SHEILD		
Man / Horse	U / U	P / U	LA	A	HA / EHB	HA+	EHA	SHA / LHB	FA	B	MSH	LSH
Bowstave	10	8	6	5	4	3	2	1	0	-3	-4	-5
Club	11	9	7	6	5	4	3	2	1	-3	-4	-5
Dagger, Knife	12	10	8	6	5	4	2	1	0	-3	-4	-5
Pike, Javelin	12	10	8	7	6	5	4	2	1	-2	-3	-4
Warhammer, Mace, Morning Star, Axe, Maul	13	11	9	8	7	6	6	6	5	-2	-3	-4
Short Sword	13	11	9	8	7	6	4	3	2	-2	-3	-4
Farmtool	13	11	9	7	6	5	4	2	1	-2	-3	-4
Ball and Chain	14	12	10	9	8	7	6	6	5	0	-1	-2
Sword	14	12	10	9	8	7	6	5	4	-2	-3	-4
Halbard	15	13	11	10	9	8	7	6	5	-1	-1	-2
Spear	15	13	11	10	9	8	6	5	3	-2	-3	-4
Danish Axe, Poleaxe	18	16	15	14	13	12	11	10	9	0	-1	-2
Two Handed Sword, Polearms	18	16	14	13	12	11	10	9	7	0	-1	-2
Halbardiers, charging infantry or standing against advancing Cavalry	19	18	17	16	15	14	13	12	11	0	-1	-2
Pikes as above	20	18	16	15	14	13	12	11	9	0	-1	-2

CAVALRY WEAPONS	OPPONENTS ARMOUR									OPPONENTS SHEILD		
Man	U	P	LA	A	HA	HA+	EHA	SHA	FA	B	MSH	LSH
Horse		U			EHA			LHB				
Dagger versus infantry	9	7	5	4	3	2	1	0	0	-4	-5	-6
Dagger versus cavalry	12	10	8	6	5	4	2	1	0	-3	-4	-5
Heavy Lance	12	10	8	7	6	5	4	3	2	-2	-4	-5
Lance	13	11	9	8	7	6	5	4	3	-2	-4	-5
Warhammer, Mace, Morning Star, Axe, Ball and Chain	14	12	10	9	8	7	7	6	5	-2	-3	-4
Spear, Light Lance	15	13	11	10	9	8	6	5	3	-2	-3	-4
Sword	16	14	12	11	10	9	8	7	6	-2	-3	-4
Cantering with Spear or Light Lance	18	16	14	13	12	11	9	8	7	-1	-2	-3
Cantering with Lance	18	16	14	13	12	11	10	9	8	-1	-2	-3
Cantering with Heavy Lance	19	17	15	14	13	12	11	10	9	-1	-2	-3
Charging with spear or Light Lance	20	18	16	15	14	13	11	10	9	0	-2	-3
Charging with Lance	21	19	17	16	15	14	12	11	10	0	-2	-3
Charging with Heavy Lance	22	20	18	17	16	15	14	13	12	0	-1	-2

Unarmed Men

Unarmed men count their ability factor only.

Other Factors

Infantry charging infantry with other than halbards or pikes	+2
Cavalry charging with hand weapons	+2
Cavalry cantering with hand weapons	+1
Fighting with height advantage and charging from uphill	+2
Each three periods of combat fought	-1
If being pushed back (for each period)	-1
Fighting from soft cover	+2
Fighting from hard cover	+3
Each wound	-3
Each Light Wound	-1
Evaded last move	-2
Footman attempting to strike a cantering horse or rider	-2
Footman attempting to strike a charging horse or rider	-4
If mounted on a courser in melee	+2
Fired a missile earlier in the move	-3

When the two Combat Factors have been found, deduct the smaller from the greater and find each figures percentage chance of inflicting damage to his opponent from the following table ;-

Difference in Combat Factors	Percentage Chances	Difference in Combat Factors	Percentage Chances
Same	50 - 50		
1	55 - 50	11	80 - 25
2	55 - 45	12	80 - 20
3	60 - 45	13	85 - 20
4	60 - 40	14	85 - 15
5	65 - 40	15	90 - 15
6	65 - 35	16	90 - 10
7	70 - 35	17	95 - 10
8	70 - 30	18	95 - 5
9	75 - 30	19	100 - 5
10	75 - 25	20	100 - 0

The first percentage chance given (the highest) is for the figure with the highest Combat Factor.

Use of Sheilds

Cavalry can count sheilded to up to two opponents on his left or front.

Footmen can count sheilded to two opponents.

When the percentage chances of each man inflicting damage on his opponent have been found, throw the dice, the one with the higher percentage chance throwing first. If the score is equal to or less than the percentage chance then the opponent has been hit. If both men throw less than their percentage chances both blows count as parried or stopped by the opponents sheild or armour or dodged.

Effect of Hit

First, find the Effect Category by looking down the column headed with the % chance that the figure had until you come to the score obtained with the dice, or the nearest number above it, then look across the row to find the Effect Category.

	PERCENTAGE CHANCE																			
	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
A			1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
B			2	2	2	4	4	4	6	6	6	8	8	8	10	10	10	12	12	12
C			3	3	3	6	6	6	9	9	9	12	12	12	15	15	15	18	18	18
D			4	4	4	8	8	8	12	12	12	16	16	16	20	20	20	24	24	24
E			5	5	5	10	10	10	15	15	15	20	20	20	25	25	25	30	30	30
F		1	6	6	7	12	12	13	18	18	19	24	24	25	30	30	31	36	36	37
G		2	7	7	9	14	14	16	21	21	23	28	28	30	35	35	37	42	42	44
H		3	8	8	11	16	16	19	24	24	27	32	32	35	40	40	43	48	48	51
I		4	9	9	13	18	18	22	27	27	31	36	36	40	45	45	49	54	55	58
J		5	10	10	15	20	20	25	30	30	35	40	40	45	50	50	55	60	62	65
K	1	6	11	12	17	22	23	28	33	34	39	44	45	50	55	56	61	66	69	72
L	2	7	12	14	19	24	26	31	36	38	43	48	50	55	60	62	67	72	76	79
M	3	8	13	16	21	26	29	34	39	42	47	52	55	60	65	68	73	78	81	86
N	4	9	14	18	23	28	32	37	42	46	51	56	60	65	70	74	79	84	88	93
O	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

When the Effect Category has been found, find the actual effect inflicted on the opposing figure taking into account the types of figures in combat.

	FIGURE TYPE			
	INF -v- INF	INF -v- CAV	CAV -v- CAV	CAV -v- INF
A	Killed	Killed	Killed	Killed
B	Disabled	Disabled	Disabled	Killed
C	Disabled	Horse brought down if using polearms, unseated if not.	Disabled	Disabled
D	Wounded	As above, but only horse wounded if wearing late bard.	Unseated	Disabled
E	Wounded	Unseated	Unseated	Disabled
F,G,H,I	Wounded	Wounded	Wounded	Wounded
J,K	Disarmed	Disarmed	Disarmed	Disarmed
L,M	Lost sheild or wounded if unsheilded	As across	As across	As across
N	Light wound	Horse wounded or lightly wounded if barded	Horse wounded or lightly wounded if barded	Light wound
O	Light wound	Light wound	Light wound	Light wound

Polearms

Polearms in the above chart should be taken as meaning infantry weapons with a Weapon Factor of 15 or more against an unarmoured opponent.

In the above chart, the first name given in the figure types refers to your figure and the second to your opponent on whom you have scored a hit eg. Inf -v- Cav, the infantryman is your figure and the cavalryman has received the blow.

Being pushed back in Hand to Hand Combat

In any hand to hand combat, the figure that throws the highest score is pushed back 2 centimetres.

Outnumbered Men

Men may be attacked by up to four opponents if in the open, by three if his back is protected, or by two if in cover. Men below the rank of knight who are outnumbered by two opponents may choose to defend himself only. To do this work out the percentage chance as normal, against each opponent in turn, but the outnumbered man can only parry, he cannot inflict damage on his opponents. In this situation any additional men attacking the defender get free blows, as do the second and any other attackers if he chooses to fight normally. Knights can fight one man as normal and also attempt to parry a second. To work out the chance with a free blow, work out your own combat factor as normal and give the outnumbered man a factor of 10.

Evading

Evading from combat ;- When attempting to break off from hand to hand combat, the man may run for half the move, less deductions for wounds, and his opponent(s) may follow for a quarter of a move. As the evading figure turns each opponent has a free blow, counting him unsheilded. Work out the percentage chance as previous but add the evading figures ability to the factor of 10. Any subsequent flight and pursuit is carried out at normal movement rates. During the initial move of breaking off from combat no missiles may be fired at the evading man.

Evading before contact is made ;- If the attacking figure can reach, work out the percentage chance of the attacker as previous, all firing and movement is as normal once reaction time is completed.

Striking Horses

Footmen using two-handed weapons may choose to strike at horses instead of the rider, counting the horse as an infantry target for the Effects table. A wounded horse may shy, see firing section.

Hamstringing Horses

May be attempted on horses that are standing, walking or in a standing combat, by men armed with a bladed weapon and who are not being attacked. Throw with the following chances of disabling the horse;-

Unprotected	30%
Early Barding	15%
Late Barding	10%

If successful the horse collapses, throw for the falling rider.

Pulling men out of the saddle

This can be attempted by footmen using both hands and who are not being attacked - 15% chance.

Disarmed Men

A man who is disarmed may attempt to draw another weapon. While he does so his attacker(s) get a free blow counting the man as evading from contact. If he succeds in drawing another weapon a normal round of hand to hand combat is then fought taking into account any wounds suffered.

Totally disarmed men

If unengaged they will look around for a weapon before rejoining the combat, if attacked they must try to evade if of an equal or lower basic points value. They may ask for quarter, see that section. Figures may pick up weapons lying on the ground, but cannot use it that period.

Climbing Figures

Figures climbing ladders may use sheilds, counting as soft cover to missiles and double normal value if attacked from above. Figures climbing ladders may instead use a one handed weapon, but can only count half their ability factor when using it. For men not carrying weapons convert disarmed on the Effects chart to wounded.

Defended doorways

Each defender has to be pushed back two moves in succession before the attacker(s) can entre, defenders count as being in hard cover.

Defended obstacles

When a man reaches the top of a wall, palisade etc. there is a round of combat if defended. If he is not knocked off the obstacle, ladder, rope etc. he throws with a 50% chance of getting over, minus 10% for each defender. While climbing over, taking one move, he counts only his armour and sheild, or weapon and half ability.

Despatching fallen enemies

This can be carried out by any armed figure in contact for one move.

Effects of Wounds

No immediate effect except that the combat factor is reduced, and movement and firing are reduced after the combat.

Lost Sheilds and Weapons

Throw with a 50% chance of being broken unless fighting an unarmed man or one using a bowstave, club, dagger or knife in which case throw with a 10% chance.

MORALE

Morale is not an important consideration in skirmish wargames, which usually only last for a couple of minutes in real life. The Lords retainers would probobly fight well for various reasons. If the Lord was well liked they would be inclined to support him and if he was a hard man they would fight well to avoid his retribution afterwards, or merely perhaps because they had not the time to think about it or because it was simply a matter of survival. There are however, various events during a skirmish which could influence the outcome of the game by weakeing or destroying the morale of one side. A morale test should be taken in the following circumstances;

1) When the Lord is killed, disabled or knocked out within 50 cm. and in sight.
2) When the Lords banner or pennon has been lowered for five moves at over 50 cm. and in sight.
3) When the group of figures suffers casualties from missile fire or in combat.
4) When figures of equal or higher class rout within 60 cm. and in sight.

Procedure

Calculate each 10% loss of the original basic cost (include points for novices, experienced men and veterens) of the group that has been lost for any reason, and then add or subtract the following;-

-10%	If advancing.
-10%	If in cover.
-20%	If the Lord is within 25 paces and in sight.
-20%	If the group has won a hand to hand combat.
-10%	If a knight from your force is within 25 paces, and in sight.
-20%	If enemy group routs within 60 paces and in sight.
+10%	If the Lord is knocked out within 60 paces and in sight.
+20%	If the Lord is disabled within 50 cm. and in sight.
+30%	If the Lord is killed within 50 cm. and in sight.
+20%	If a group of friends rout within 60 paces and in sight.
+20%	If the Lords banner or pennon has been lowered for five moves at over 50 cm. and in sight.

Random factor

Throw the percentage dice ;-

0 - 25	add 10%
26 - 75	No change
76 - 100	Deduct 10%

Then consult the following chart;-

	Final Percentage						
	20	30	40	50	60	70	80
Knights				A	B	C	D
Regular sergeants			A	B	C	D	E
Feudal sergeants		A	B	C	D	E	E
Peasants	A	B	C	D	E	E	E

Results

A ..... Feudals will not enter into contact with an enemy of higher class ie. knights, sergeants and peasants, except if they outnumber them.

B ..... Feudals will falter (stand) for one move, or reduce speed by one category, ecept to countercharge figures of equal or lower class. Regular sergeants will not charge knights.

C ..... Feudals refuse to advance, but will fight back if attacked. Regular sergeant -s and knights falter or reduce speed as above.

D ..... Feudal troops break if in contact with higher class figures. Throwing away all weapons and sheilds except daggers, knives, hand weapons and Danish axes. They count as evading and move in the direction offering the best safety until in cover, from where they will fight if attacked. They will not enter buildings, and will break as below if attacked by cavalry while in the open. Knights and regular sergeants throw;-

0 - 25	Will ask for quarter.
26 - 50	Will fight on.
51 - 100	Will act as above.

E ..... Feudal troops break and rout from the table unless they can be rallied. Footmen throw away all weapons and sheilds. All routing figures move directly away from the enemy. Knights and regular sergeants throw;-

0 - 50	Will ask for quarter.
51 - 75	Will fight to the end.
76 - 100	Will act as for feudals.

Figures will rout at the run or gallop for the maximum periods allowed under the movement section. If knights and regular sergeants can out-distance pursuit they will not ask for quarter but will act as for feudals. Troops may be rallied by taking another test at each move.

Quarter

When a figure in combat is badly wounded or totally disarmed and cannot outdistance pursuit he may ask for quarter;-

Knight	40%
Sergeant	20%
Each wound	10%
Each light wound	5%
Disarmed	20%
Each opponent	10%

Add together the factors and throw the dice, if the result is less than the percentage chance the figure asks for quarter. Knights give quarter to other knights, a knight has a 40% chance of being granted quarter by other figures and sergeants have a 20% chance. Figures not granted it are despatched.

Prisoners

Must be escorted by their own basic points value of figures.

Concealed Movement

All figures that are not visable at the start of the game should be left off the table and their position marked on a plan of the terrain, and are not put on to the table until they can be seen or reveal themselves. Hidden movement can be carried out while the opponents back is turned and is best carried out using counters. Each hidden man is represented by three counters, not necessarily in the same area, and only one of which represents the figure. As each can be seen it is taken off the table.

Visibility

This is unlimited except in woods (Forest 15cm. Dense woods 30cm. Sparse woods, no limit). Figures firing into woods must be on the edge unless the target is standing on the edge. Figures firing from woods must be within one fifth of the above distances from the edge of the wood.

Reaction

As in firing, it takes a quarter period to react to something new if within 30° of straight ahead or half a period if between 30° and 60° of straight ahead. It takes one move outside this except when an opponent is approaching from behind the figure has a 50% chance of hearing him. It takes a quarter of a move for footmen to turn in this case.

SECTION THREE - Extending the Basic Game

Siege Games

Medieval siege warfare was a lengthy business, sieges often lasting for months, and castles usually surrender from starvation, disease, by agreed surrender, because the well ran dry or was poisoned by a traitor. Assaults were very costly in terms of human life and were usually only undertaken when time was important and/or when the fortifications had been filled in, attacked by fire or damaged by mining, bombardment or battering.

In a skirmish game lasting a few minutes in real life, it is impossible to recreate a siege in its entirety, but this section has been included so that the actual assault can be fought.

Fortifications

Many different types of fortifications can be used, including moated saxon halls, norman motte and bailey castles or fortified manor houses are all ideal for a small game. Castles can be built of stone can vary from great rectangular keeps of the normans to the massive concentric castles of Wales. There is not the space to go into the complexaties of castle design, but reference to appendix 1 will supply the necessary information.

When constructing model castles use the scale 1cm. = $2\frac{1}{2}$ feet, ideal materials are wood, cardboard and polystyrene blocks and ceiling tiles. Models can be constructed as all one piece, or in sections that can be fitted together. I prefer the latter method because it allows different castles to be put together, and if each section is given a points value, castles of different points values can be built up for different games.

Setting up the Game

There are two basic methods;-

1) An attack on undamaged defences.
2) An attack on partially destroyed defences.

The first method is more suitable for simple defences, while the second is more suitable for more adavanced stone castles, and it will have to be agreed beforehand what damage the castle has suffered, and then it can be set up with the appropriate damaged sections. You will notice that there are no rules for such things as bombards mines, sappers, bores and rams, it being assumed that these operations have been carried out before the game begins. It is hoped that a set of rules to cover siege warfare will be published at a later date.

When working out the points value of seige equipment, each side may spend half the value of points spent on figures on equipment, eg. a force of 200 points can spend 100 points on equipment.

Object of the Game

Although the aim of a seige was to capture the castle, the skirmish game may have a more limited objective. It may be decided for example that the attacker has won the game if he captures the outer bailey or if he gets 20 men inside the csatle walls.

Methods of Attack and Defence

Scaling Ladders (cost 3 points each)

Four men may run with one, two or three may walk, one man may drag one at half walk

walk speed. They take one period to place in position against a wall by two men. A maximum of two men may climb them at half walk speed if using two hands, one third walk speed if using one hand. Ladders may be pushed away by defenders, who have a 30% chance of doing so, plus 20% if two men are trying to push it over, plus 20% if using a pole (cost 2 points), minus 10% for each figure on the ladder. If a man falls off the ladder, throw with a 40% chance that anyone below him is knocked off by him.

Mantlets (cost 4 points each)

Two men may walk with one, one man may move at half walk speed, while figures are carrying them they may watch where they are going, if not, throw with a 10% chance of tripping up. If watching where they are going they count as a target moving in hard cover. It takes one move to stand up a fallen mantlet, during which the bearer counts as a walking target in cover.

Scaling Ropes (cost 3 points)

When in a position to throw it takes one period to uncoil it and look for a point to aim for. The figure may then cast it next move, counting 50% chance minus 5% for each 5cm. distance. Movement up ropes using both hands is at one third walk speed.

Fascines (cost 1 point each)

Men carrying them move at walk speed, counting as soft cover whilst holding them. When they reach the required position, throw with an 80% chance of the fascine being well placed. It takes the width of the ditch in cm. x 3 to fill a small ditch sufficiently for one man to pass at a time.

Battering Rams (cost 5 points)

Can be carried by a minimum of three men, counting sheildless and unarmed, at up to walk speed. One blow can be delivered per move. There are three types of door;-

a) Drawbridges and gates.
b) Lesser drawbridges, outer doors, posterns.
c) Internal doors etc.

The percentage chance each door has of withstanding the first blow is as follows;-

a) 140%, deducting 5% for each blow by three men, 10% by four men or more.
b) 120%, deducting as in a) above.
c) 100%, deducting 10% for each blow by three men, 20% by four men or more.

Bridges to cross small ditches (cost 5 points)

These can be carried by four men at walk speed, when at the ditch it takes one period to put them in position, with a 75% chance of it being well placed. If not well placed they will fall into the ditch. This is reduced to 50% if there are only three men on the bridge. When figures are crossing throw with a 10% chance of it slipping if there is one man on it 20% if there are two.

Seige Towers (cost 40 points)

These can be pushed by a minimum of 10 men at 4 paces per move, plus 1 pace faster for each extra two men up to a maximum of 8 paces per move. There can be one man in the tower for every two pushing. Oxen can be used costing 5 points each, and one ox replaces two men. When in position it takes half a move to lower the drawbridge.

Siege Engines (cost 25 points)

These can be mounted on the roofs of towers and can be used against siege towers, either to throw rocks or to throw fireballs. Fireballs cost 5 points each, and may go out in flight (throw as for fire arrows). Rocks cost 2 points each.

Range	Point Blank	- 0 - 20
	Short	- 21 - 50
	Medium	- 51 - 90
	Long	- Over 90

Use the firing system, counting as an unaimed shot, and double the distance for stray shots. It takes five moves to reload by four men. Hits by fireballs set fire to the tower which counts as a wattle and daube building. Each hit by a rock has a 25% chance of wrecking the tower and this is cumulative ie. the second hit has a 50% chance etc. After each hit throw with a 20% chance of each figure being killed or disabled. Attackers may use engines against enemy engines, using the same procedure as above but with a 50% chance of wrecking on the first hit.

Boiling Oil, Boiling Water, Red Hot Sand and Lime.

These can be dropped on attackers, and assumed to be ready at the start of the game. A cauldron of oil costs 20 points, one of water costs 5 points, one of sand or lime costs 10 points. It takes two men to carry hot cauldrons, and one man to carry lime. Braziers must be used for heating, one to each cauldron. When being thrown or dropped the target point should be specified, which has a 75% chance of being hit. Any other figure within one pace has a 50% chance, and within 3 paces a 25% chance. Any figure hit is out of the game except with the following saving throws;-

Oil - 0 - 10 = OK,	11 - 20 Light wound,	21 - 25 Wounded
Sand and Lime - 0 - 15 = OK,	16 - 25 Light wound,	26 - 35 Wounded
Water - 0 - 20 = OK,	21 - 35 Light wound,	36 - 45 Wounded

If oil is ignited, carry out the same procedure again. Lime may be blown by the wind counting as sparks (see Fire section), the effect is reduced by 1% per 1 cm. blown.

FIRE

Fire Arrows (cost 4 points for 12)

Fire arrows can be fired from bows only, at a rate of one per two moves, counting as unaimed shots, at up to medium range. They must be lit from a brazier or other fire.

Hits on Thatch;- In the period after hitting the thatch, any figure that can reach it or throw water on it (water can be thrown up to 10 cm.) has a 50% chance of putting it out. On the next period he has a 20% chance, after that the fire is out of control.

Hits on Wooden Tiles or Wattle and Daube Buildings or Siege Towers

For the first two periods it can be put out by any figure that can reach it or throw water on it, (water can be thrown up to 10 cm.), after that throw with a 20% chance of the tiles begining to burn and 50% chance of putting it out. In the next move throw with a 10% chance of the tiles begining to burn with a 50% chance of putting it out. If the tiles begin to burn, reduce the chance of putting out the fire by 10% each subsequent move.

Hits on Timber;- As above except that there are five initial periods, and the percentage chances of the fire catching hold are reduced to 10% and then 5%.

When fire arrows are fired, throw with a 20% chance of going out in flight.

Fascines (cost 1 point)

These may be placed against gates and doors, following the same procedure as for filling in ditches, they are then ignited by either fire arrows or by torches. The time taken to burn down doors is as follows;-

A Class Doors - 100 moves, minus 5 moves for each fascine over 10 up to 20, or plus 5 moves for each one below 10.

B Class Doors - 60 moves, minus 3 moves for each fascine over 10 up to 20, or plus 3 moves for each one below 10.

C Class Doors - 30 moves, minus and plus as for B class, except use 5 fascines with a maximum of 10.

Fascines should measure approximately 1 cm. x 2 cm. Torches should be lit at a source of fire, and have a 10% chance of going out whilst being carried at the walk, and 20% chance at the run or if thrown. For throwing torches, count as clubs.

Defenders may sally out to disperse fires at doors, one man can push away one fascine per move, and use sheilds whilst doing so. If fires have been burning for a number of moves before being cleared the door counts damaged if then attacked with a battering ram. For example, a B class door with 10 fascines against it which burns for 30 periods has a 60% chance of resisting a battering ram on the first blow.

Buildings on Fire

Once a building on fire has got out of control it burns at a rate of one storey per five moves if wattle and daube, or one storey per ten moves if of timber. Each floor should be evacuated during the first two periods that it is on fire, otherwise any figures count as lost. Figures trapped on upper floors will have to jump from windows, throw as for falling into water for effect of impact.

Figures may not approach a burning building nearer than 5 cm.

After 50 periods of burning for wattle and daube, or 100 for timber buildings the building will collapse, throw with a 60% chance of it falling inwards. If it falls outwards, throw again and use the wind direction chart to find the direction. The fire then takes a similar period to that above to burn itself out.

Fields on Fire

The fire will spread 2 cm. per period in each direction after going out of control, plus 1 cm. in the direction of light wind or plus 3 cm. in the direction of strong winds. Only fields with grain crops can be set alight, counting as thatch.

Palisades

Count these as B class doors, the fire having a 50% chance of spreading along the palisade a distance of 2 cm. per 5 moves. If the fire does not spread for two successive moves it is contained in one area.

Braziers

Cost 3 points each and take one man 5 moves to light, they may be carried by two men at walk speed when cold, or at half walk speed when hot or burning.

WEATHER

Throw for the type of weather at the start of the game;-

Heavy Rain	0 - 5%
Light Rain	6 - 10%
Drizzle	11 - 20%
Overcast	21 - 30%
Overcast	31 - 40%
Fair	41 - 50%
Fair	51 - 60%
Bright	61 - 70%
Bright	71 - 80%
Sunny	81 - 90%
Hot	91 - 100%

Every five moves throw again;-

0 - 5%	Move two lines upwards on the above chart.
6 - 30%	Move one line upwards on the above chart.
31 - 70%	No change.
71 - 95%	Move one line downwards on the above chart.
96 - 100%	Move two lines downwards on the above chart.

Effects of Weather

Movement ;- After heavy rain for 5 moves or light rain for 10 moves all movement on roads, woods, open ground or fields is reduced by $\frac{1}{4}$. After 10 of heavy rain or 20 of light rain all movement is reduced by $\frac{1}{2}$. In hot weather all movement is reduced by $\frac{1}{4}$.

Firing ;- Longbows, shortbows, crossbows, arbalest and handguns cannot be fired in heavy rain. In light rain deduct 10% in drizzle deduct 5%, after the first five periods, for each five periods that it continues to rain.

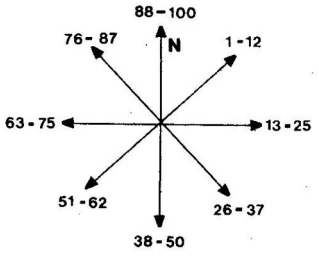
Fires ;- Fires cannot start during light or heavy rain, and the percentage chance of starting in drizzle is reduced by half. This effect lasts for the rest of the game after raining. Light rain will put fires out if it lasts for 15 periods, and heavy rain puts fires out after 5 periods.

Wind

At the start of the game throw the dice ;-

0 - 60%	No wind
61 - 75%	Breeze
76 - 90%	Light wind
91 - 100%	Strong wind

If there is a wind, throw the dice for each side of the table, the side with the highest score is due North, then throw again to find the direction of the wind.



Fires

In strong winds there is a 50% chance of sparks being blown up to 50 cm., then the procedure is as for fire arrows. In light wind there is a 20% chance up to 30 cm.

SECTION FOUR

Appendix 1

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APPENDIX TWO

Typical Retinue of a Knight Batchelor, 13th. Century, (350 points)	POINTS
Lord (8), Veteran (4), extra heavily armoured (12), Lance (4), sword (3), mace (2), Danish axe (4), medium sheild (2), courser (10), early horse barding (6)	55
Knight (8) experienced (2), heavily armoured (8), Lance (4), sword (3), mace (2), Large sheild (3), courser (10).	40
Regular mounted sergeant (4), experienced (2), heavily armoured (8), Lance (4), short sword (2), medium sheild (2), rounsey (6).	28
Regular mounted sergeant (4), armoured (6), Lance (4), short sword (2), medium sheild (2), rounsey (6).	24
Regular foot sergeant (4), veteran (4), lightly armoured (4), crossbow (6), short sword (2), buckler (2), Nag (3).	25
TWO Regular foot sergeants (4), protected (2), Longbow (7), short sword (2)	30
Mounted feudal sergeant (2), experienced (2), lightly armoured (4), spear (3), short sword (2), large sheild (3), rounsey (6).	22
Mounted feudal sergeant (2), lightly armoured (4), spear (3), short sword(2). large sheild (3), rounsey (6)	20
FIVE Feudal foot sergeants (2), lightly armoured (4), polearms (4), short sword (2).	60
TWO Feudal foot sergeants (2), experienced (2), unprotected, short bow (5).	18
FOUR Feudal foot sergeants (2), unprotected, short bow (5).	28
TOTAL	350

TEN peasants, unprotected, farmtools.

RECORD SHEET

Name or number of figures	Class	Basic Cost	Armour	Weapons, Sheilds etc,		GAME MOVES 1	2	3	4	5	6	7	8	9	10
23. Hal	Feudal	2(Av)	U	LB, ML	A	R	R	UF	-	UF	Rout				
					E			LW							
24. Tom	Feudal	6(Vet)	LA	LB, B, SHS	A	R	R	A	AF	A	-				
					E					K					
27. John	Feudal	2(Av)	U	LB,SHS	A	R	R	UF	UF	-	-				
					E				D						
30. Dickon	Feudal	4(Exp)	P	LB, S	A	R	R	-	-	UF	Rout				
					E		W								

In the column before the game moves 'A' stands for Action, that is the movement or action the figure will carry out that move, and 'E' stands for Effect, that is any wounds etc. suffered that move.

Group of Longbowmen, 15th Century

The group ran for the first two moves, Dickon being wounded in the second, so he can do nothing for two moves. On the third move Hal receives a light wound, Tom and John fire unaimed shots, and Hal receives a light wound, Tom the group leader takes aim. In the fourth move Hal can do nothing, Tom fires his aimed shot, and John fires an unaimed shot but is disabled. The group takes a morale test, but carry on. In the fifth move Hal and Dickon have recovered enough to fire unaimed shots, but Tom is killed while taking aim. The group now test again for morale and Hal and Dickon rout.

APPENDIX FOUR

Heraldry

This is a complex subject, and newcomers to medieval wargaming are recommended to refer to the bibliography. The colours used in English Heraldry are red, blue, green, black and purple, and the metals gold and silver. Gold usually represented by yellow and silver by white. The prime rule to remember is that the colours should not be placed on colours and the metals should not be placed on metals. For example a blue lion should not be painted on a red background. Heraldic blazon first began to appear on the surcoat in the late 13th. century, which were plain and of any colour prior to that. The coat of arms was also carried on sheilds, pennoncelles, pennons, banners and horse trappings.

Livery

These are the colours adopted by persons or families for the clothing or retainers and servants and for various decorative purposes, for example the blue and white of Lancaster and the blue and crimson of York. They were particularly popular in the 15th. century, but there is evidence that livery was being used as early as the 13th. century. Before this date, retainers would not have worn any special colours, but may have carried a part of the Lords arms or a simple device on their sheilds. Livery colours were also painted on things like wagons, window shutters, weather-vanes and sheilds. They were usually worn on the coat and were usually of two colours, the garment being divided one colour on one side and the other colour on the other side, this is known as Parti per Pale.

Badges

The badge was an emblem adopted by lords or families as an easily identifiable recognition sign. It was borne on the coats of retainers, servants and followers, who had no arms of their own and who could not wear those of their lord. Badges are usually associated with livery colours and were worn at the shoulder, breast or on the sleeve. They became popular in the 15th. century but were being used by the great lords in the 14th. century. The white boar of Richard the Third is a good example of a badge.

Painting Figures

Mail was black, either to prevent rusting or to prevent the reflection of light, and is best painted by adding a little silver to gun metal. For plate armour add a little more silver. Sergeants and peasants would wear dull colours unless wearing livery, and these include natural wool, greys, fawns, greens, browns, white and buff. Men of rank wore blues, reds and purples in addition.

Figures Available

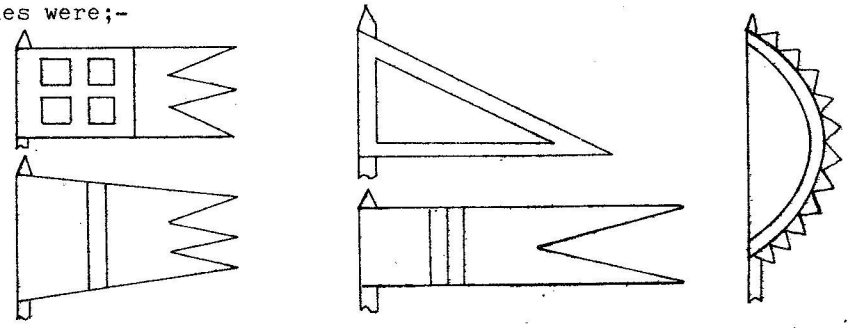
Minifigs	-	Normans and Saxons, Alexander Nevsky, 100 Years War, Wars of the Roses, siege engines and bombards.
Hinchliffe	-	Crusaders and Saracens, Vikings, 15th Century, bombards, scaling tower, wagons.
Warrior	-	Normans and Saxons, Dark Ages.
Lamming	-	Normans and Saxons, Vikings, 15th Century, siege engines, bombards, and loose weapons and sheilds.
Dixon	-	Vikings.
Hinton Hunt	-	20mm. Normans and Saxons, 100 Years War.
Asgard	-	Extensive medieval and Viking figure range.
Garrison	-	Normans and Saxons, 14th. and 15th. centuries.
Niblett	-	14th. century, 11th/12th. century.

In addition there are many figures from other ranges that can be used, for instance from FANTASY, BYZANTINE and even ANCIENT PERSIANS.

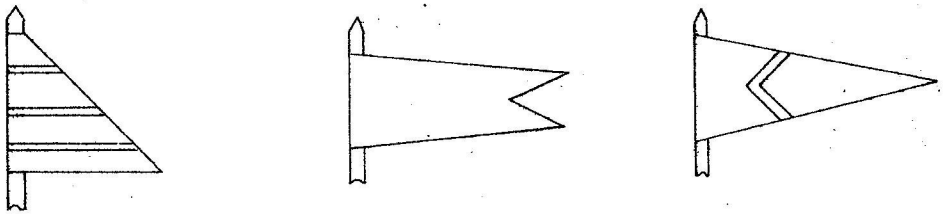
APPENDIX FIVE

Types of Flags

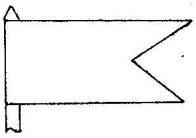
The Penoncelle; this was bourne by all knights on their lances. It usually bore the arms, sometimes placed so that there were upright when the lance was horizontal. It could bear the badge in the late middle ages and in this form could be carried by retainers. The average length was 1 to 1½ feet. Types popular in the 11th and 12th. centuries were;-



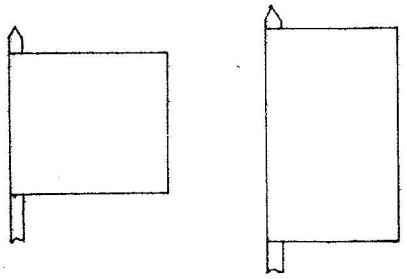
In the 13th., 14th. and 15th. centuries the following were carried;-



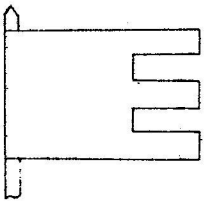
The Pennon; this was carried by an esquire to denote the presence of the owner, who was a knight batchelor. It was charged with arms of the owner or the badge on the livery colours. It was from 2 to 3 feet long.



The Banner; this was carried by an esquire or knight to denote the presence of the owner, a knight banneret. It was charged with the arms of the owner and was sometimes fringed with the livery colours. A smaller version was carried on the trumpets of heralds. It was 2 to 3 feet square, or the rectangular version was 2 to 3 feet deep by half as wide. It could be stiffened by a crossbar.



Version popular in the 12th. and 13th. centuries.



APPENDIX SIX

Terms and Definitions

Fee - a holding of land, granted to a knight by a baron in return for feudal obligations usually military.

Scutage - A payment of money instead of carrying out military service.

Castellan- The guardian of a castle, usually a knight.

Livery and Maintainence - A system used in the late Middle Ages, whereby freemen and gentry entered into a contract to fight for a Lord in times of emergency, in return for his protection.

Demesne - That part of a knights estate used by the knight personally and not sublet to lesser men.

Jack - Canvas or leather sleevless jacket reinforced with metal strips or studs.

Brigandine-As above but perhaps with sleeves and with more metal plates sewn on.

Gambesson- A quilted garment which could be worn by itself or with a hauberk.

Aketon - A padded garment worn as padding under mail armour.

Haubergeon- A shortened version of the hauberk.

Coif - Hood covering the head and kneck.

Hauberk - A mail garment, extending down to the knees, with a mail hood and half or complete sleeves.

Helmet - Used in these rules as the general type of open faced head protection of the particular period, eg. norman helm, sallet or kettle hat.

Complete Head Protection - A helmet completly covering the head such as a great helm, visored bascinet or armet.

Courser - Trained warhorse rode by a knight.

Rounsey - Average type of horse rode by sergeants and by knights when not fighting.

Chanfron - Metal plate defence for horses face.

Barding - Horse armour, covering the body of the horse with a trapper extending nearly down to the ground.

Fascine - A bundle of twigs or wood used for filling in ditches or to stack against wooden structures to burn them down.

These rules are published by;-

ASGARD MINIATURES

We manufacture a range of figures suitable for use with these rules, a self addressed envelope will bring a full list and 15p a sample figure.